Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended): An interactive apparatus, comprising:

    a plurality of video vignettes simulating a person;

    a plurality of statements to be selected by a user of said apparatus;

    a plurality of audio responses for articulation by said simulated person; and

    a logic means for interrelating each of said statements to be selected by the user, said audio responses and said video vignettes, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.

2. (previously presented): An interactive apparatus as defined by Claim 1, wherein said logic means for interrelating each of said audio responses, said video

vignettes and said plurality of statements to be selected by the user further

comprises:

a video selection network controlled by said personality profile emulator for

selecting one of said video vignettes in response to selected ones of said plurality

of statements; and

an audio selection network controlled by said personality profile emulator for

selecting one of said audio responses in response to said selected ones of said

plurality of statements.

3. (previously presented): An interactive apparatus as defined by Claim 2, wherein

said video selection network includes means controlled by said personality profile

emulator for selecting one of said video vignettes in response to failure of the user

to select one of said plurality of statements within a predetermined time period;

and

said audio selection network includes means controlled by said personality profile

emulator for selecting one of said audio responses in response to failure of the

user to select one of said plurality of statements within said predetermined time

period.

4. (previously presented): An interactive apparatus as defined by Claim 2, wherein

said personality profile emulator includes means for adjusting said interrelating

functions of said logic means, further comprising:

an alternate plurality of statements to be selected by the user of said apparatus,

compiled from said plurality of statements; and

said alternate statements selected from said plurality of statements according to a

criterion established by said personality profile emulator in response to a history

of said audio responses selected via said audio selection network.

5.   (previously presented):   An interactive apparatus as defined by Claim 2, wherein said personality profile emulator includes means for adjusting said interrelating functions of said logic means, further comprising:
an alternate plurality of statements to be selected by the user of said apparatus compiled from said plurality of statements; and
said alternate statements are selected from said plurality of statements according to a criterion established by said personality profile emulator in response to a history of said video vignettes selected via said video selection network.

6.   (previously presented):   An interactive apparatus as defined by Claim 2, wherein said personality profile emulator is modified in response to user selected ones of said plurality of statements to thereby alter said interrelating functions of said logic means.

7.   (previously presented):   An interactive apparatus as defined by Claim 2, further comprising means for establishing a performance score for the user of said apparatus as a function of a history of the selected ones of said plurality of statements.

8.   (previously presented):   An interactive apparatus as defined by Claim 7, further comprising means for establishing a performance score for the user of said apparatus as a function of the sequence of selection of said plurality of statements.

9.   (previously presented):   An interactive apparatus as defined by Claim 1, further comprising:
a secondary listing of a plurality of statements to be selected by the user of said apparatus compiled from said plurality of statements and selected according to a criterion established by said personality profile emulator in response to the interrelationship created by said logic means of said audio responses and said plurality of statements to be selected by the user.

10.   (previously presented):   An interactive apparatus as defined by Claim 9, wherein said plurality of statements comprising said secondary listing is selected according

to a criterion established by said personality profile emulator in response to the interrelationship created by said logic means of said video vignettes and said statements to be selected by the user.

11.   (previously presented): An interactive apparatus as defined by Claim 10, wherein said personality profile emulator is modified in response to statements selected by the user from said listings of said plurality of statements to thereby alter said interrelating functions of said logic means.

12.   (previously presented): An interactive apparatus as defined by Claim 10, comprising means for establishing a performance score for the user of said apparatus as a function of said statements selected by the user.

13.   (previously presented): An interactive apparatus as defined by Claim 12, further comprising means for establishing a performance score for the user of said apparatus as a function of the sequence of selection of said statements selected by the user.

14.   (currently amended): An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby for controlling the selection of one of said

plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements and wherein said emotional model is initialized without input from the user <u>by allocating quantitative emotional values to each of said plurality of emotional states</u>.

15.   (previously presented): An interactive method, as defined by Claim 14, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user includes the steps of:
creating an interrelated network linking said video vignettes with said statements to be selected by the user according to said personality profile;
creating an interrelated network linking said audio responses with said statements to be selected by the user according to said personality profile; and
creating an interrelated network linking said video vignettes with said audio responses.

16.   (previously presented): An interactive method, as defined by Claim 15, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user includes the steps of:
creating an interrelated network linking said video vignettes with the absence of said statements to be selected by the user according to said personality profile; and
creating an interrelated network linking said audio responses with the absence of said statements to be selected by the user according to said personality profile.

Claims 17-21 (canceled)

22.   (currently amended): An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a listing of a plurality of statements to be verbalized by the user of said

apparatus;

a plurality of audio responses for articulation by said simulated person;

and

a logic means for interrelating each of said audio responses, said video

vignettes and said statements to be verbalized by the user, such that

each of said statements can have a plurality of different audio responses

and video vignettes associated therewith, said logic means comprising a

personality profile emulation comprising an emotional model of said simulated

person, said emotional model determining the direction and magnitude of change

between a plurality of emotional states of said simulated person in response to

said statements selected by the user thereby for controlling the selection of one of

said plurality of audio responses and one of said plurality of video vignettes in

response to user verbalized ones of said plurality of statements and wherein said

emotional model is initialized without input from the user by allocating

quantitative emotional values to each of said plurality of emotional states.

23. (previously presented):   An interactive apparatus as defined by Claim 22, wherein

said logic means for interrelating each of said audio responses, said video

vignettes and said statements to be verbalized by the user further comprises:

a video network linking said video vignettes with said statements to be verbalized

by the user according to said personality profile emulation;

an audio network linking said audio responses with said statements to be

verbalized by the user according to said personality profile emulation; and

means for linking said video vignettes with said audio responses according to said

personality profile emulation.

24.   (previously presented):   An interactive apparatus as defined by Claim 23,
        wherein:
        said video network includes means linking said video vignettes with the absence
        of said statements to be verbalized by the user according to said personality
        profile emulation; and
        said audio network includes means linking said audio responses with the absence
        of said statements to be verbalized by the user according to said personality
        profile emulation.

25.   (previously presented):   An interactive apparatus as defined by Claim 24, <u>further</u>
        comprising:
        a secondary listing of a plurality of statements to be verbalized by the user of said
        apparatus compiled from said plurality of statements; and
        said secondary listing of a plurality of statements is selected from said listing of a
        plurality of statements according to a criterion established by said personality
        profile emulation in response to the interrelationship created by said logic means
        of said audio responses and said statements to be verbalized by the user.

26.   (previously presented):   An interactive apparatus as defined by Claim 25,
        wherein said plurality of statements comprising said secondary listing is selected
        according to a criterion established by said personality profile emulation in
        response to the interrelationship created by said logic means of said video
        vignettes and said plurality of statements to be verbalized by the user.

27.   (previously presented):   An interactive apparatus as defined by Claim 26, wherein
        said personality profile emulation is modified in response to verbalization by the
        user of said plurality of statements from said listings to thereby alter said
        interrelating functions of said logic means.

28.   (previously presented):   An interactive apparatus as defined by Claim 27,
        comprising means for establishing a performance score for the user of said
        apparatus as a function of the statements selected from said plurality of statements
        verbalized by the user.

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29.   (previously presented):   An interactive apparatus as defined by Claim 28, comprising means for establishing a performance score for the user of said apparatus as a function of the sequence of verbalization of said statements selected from said plurality of statements verbalized by the user.

30.   (previously presented):   An interactive system as defined by Claim 22, comprising:
a secondary listing of a plurality of statements to be verbalized by the user of said apparatus compiled from said plurality of statements and selected according to a criterion established by said personality profile emulation in response to the interrelationship of said audio responses and said statements to be verbalized by the user created by said logic means.

31.   (previously presented):   An interactive system as defined by Claim 30, wherein said plurality of statements comprising said secondary listing is selected according to a criterion established by said personality profile emulation in response to the interrelationship created by said logic means of said video vignettes and said statements to be verbalized by the user.

32.   (previously presented):   An interactive system as defined by Claim 31, wherein said personality profile emulation is modified in response to verbalization by the user of statements from said listings to thereby alter said interrelating functions of said logic means.

33.   (previously presented):   An interactive system as defined by Claim 31, comprising means for establishing a performance score for the user of said apparatus as a function of the statements selected from said plurality of statements verbalized by the user.

34.   (previously presented):   An interactive system as defined by Claim 33, comprising means for establishing a performance score for the user of said

apparatus as a function of the sequence of verbalization of said statements selected from said plurality of statements verbalized by the user.

35. (currently amended): An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.

36. (previously presented): An interactive method as defined by Claim 35, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user includes the steps of:

creating an interrelated network linking said video vignettes with said recognized verbalized statements according to said personality profile;

creating an interrelated network linking said audio responses with said recognized

verbalized statements according to said personality profile; and

creating an interrelated network linking said video vignettes with said audio

responses.

37.   (previously presented): An interactive method, as defined by Claim 36, wherein

said step of creating logic means for interrelating each of said audio responses,

said video vignettes and said plurality of statements to be verbalized by the user

includes the steps of:

creating an interrelated network linking said video vignettes and said audio

responses with the absence of recognition of verbalized statements according to

said personality profile.

Claims 38-42 (canceled)

43.   (currently amended): An interactive system, comprising:

memory means including a plurality of statements;

memory means for video presentation; and

keyboard means for selecting one of said plurality of statements in

response to a visual cue from said monitor means or an audio

cue, said video presentation capable of being one of a plurality of video

presentations possible in response to said selected one of said plurality of

statements, said selection of said one of said video presentations being controlled

by a personality profile emulator comprising an emotional model of a simulated

person appearing in said video presentation, said emotional model determining the

direction and magnitude of change between a plurality of emotional states of said

simulated person in response to said statements selected by the user and wherein

said emotional model is initialized without input from the user <u>by allocating quantitative emotional values to each of said plurality of emotional states</u>.

Claims 44-48 (canceled)

49.   (previously presented):   An interactive apparatus according to claim 1, wherein said interactive apparatus is voice activated.

50.   (previously presented):   An interactive method according to claim 14, wherein the user articulates the statements selected.

Claim 51 (canceled)

52.   (previously presented):   An interactive apparatus, according to claim 22, wherein said interactive apparatus is voice activated by articulating the statements to be verbalized.

Claims 53-59 (canceled)

60.   (currently amended):   A computer readable medium that stores a program, said program comprising:
means for creating a simulated person;
means for creating a plurality of statements to be verbalized;
means for recognizing verbalized statements;
means for creating a plurality of audio responses for articulation;
means for creating logic means for interrelating said audio responses, simulated person and statements to be verbalized, such that each of said statements can have a plurality of different audio responses and video vignettes

associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.

61.   (currently amended):   A computer readable medium that configures a computer to perform a method, said method comprising the steps of:

simulating a person;

selecting statements to be selected by a user;

articulating audio responses by the simulated person; and

interrelating the statements selected by the user, the audio response and the simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, wherein said interrelating step comprises the step of using a personality profile emulator comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby to controlling the selection of one of said audio responses in response to user selected ones of said statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.

62.   (currently amended):   An interactive apparatus comprising:

a means for simulating a person;

a plurality of statements to be selected by a user of said apparatus;

a plurality of audio responses for articulation by said simulated person;

and

logic means for interrelating each of said statements to be selected by the user,

said audio responses and said simulated person, such that each of said statements

can have a plurality of different audio responses and video vignettes associated

therewith, said logic means comprising a personality profile emulator comprising

an emotional model of said simulated person, said emotional model determining

the direction and magnitude of change between a plurality of emotional states of

said simulated person in response to said statements selected by the user thereby

for controlling the selection of one of said plurality of audio responses and one of

said plurality of video vignettes in response to user selected ones of said plurality

of statements and wherein said emotional model is initialized without input from

the user by allocating quantitative emotional values to each of said plurality of

emotional states.

63. (currently amended): An interactive method, comprising the steps of:

simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated

person; and

creating logic means for interrelating each of said audio responses, said simulated

person and said statements to be selected by the user, such that each of said

statements can have a plurality of different audio responses and video vignettes

associated therewith, said logic means comprising a personality profile emulator

comprising an emotional model of said simulated person, said emotional model

determining the direction and magnitude of change between a plurality of

emotional states of said simulated person in response to said statements selected by the user thereby ~~for~~ controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.

64. (currently amended):   An interactive apparatus comprising:

means for simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said simulated person and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby ~~for~~ controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.

65. (currently amended):   An interactive method comprising the steps of:

simulating a person;

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creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person, said emotional model determining the direction and magnitude of change between a plurality of emotional states of said simulated person in response to said statements selected by the user thereby for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements and wherein said emotional model is initialized without input from the user by allocating quantitative emotional values to each of said plurality of emotional states.